## **PHP Syntax Core**

Variables • Control Flow • Functions • Modules (plus compact "others" you'll use daily)

- All examples assume PHP 8.2+
- Use declare(strict\_types=1); for type checking.
- Many PHP syntax elements are reminiscent of shell script—
  just be aware of PHP's more rigid rules, rich features, and
  object-oriented capabilities which shell scripts don't have.

## Variables & Types

- PHP variables start with \$
- Use typed params/returns/properties (next slides) to keep code safe.

## **Constants & Enums (Core Extras)**

```
<?php declare(strict_types=1);

const APP_NAME = 'MyApp';
define('MAX_RETRY', 3); // legacy alternative

enum Status: string {
   case Draft = 'draft';
   case Published = 'published';
}</pre>
```

- Prefer const in code; define() exists for historical reasons.
- Enums (PHP 8.1+) replace ad-hoc string constants for state.

```
// Create enum instance
$postStatus = Status::Draft;
// Compare
if ($postStatus === Status::Draft) {
  echo "Post is in draft mode\n";
// Switch / match
$message = match($postStatus) {
  Status::Draft => "Work in progress",
  Status::Published => "Publicly visible",
};
echo $message; // "Work in progress"
// Access backing value
echo $postStatus->value; // "draft"
```

## **Strings & Interpolation**

```
<?php declare(strict_types=1);</pre>
$name = "PHP";
echo "Hello $name\n";  // interpolation
echo 'Hello $name';  // literal; no interpolation
$heredoc = <<<TXT</pre>
Multi-line with $name
TXT;
$nowdoc = <<<'TXT'</pre>
Multi-line, no interpolation: $name
TXT;
```

## **Arrays (Indexed & Associative)**

- Arrays unify lists & maps
- Use objects/DTO (Data Transfer Object)s when structure matters.

## Control Flow — if, elseif, else, Ternary, Null-Coalesce

```
<?php declare(strict_types=1);</pre>
score = 87;
if ($score >= 90) {
 $grade = 'A';
} elseif ($score >= 80) {
 $grade = 'B';
} else {
 $grade = 'C';
$label = ($score >= 60) ? 'pass' : 'fail'; // ternary
?>
```

## Control Flow — match (Expression)

```
<?php declare(strict_types=1);

$ext = 'png';

$mime = match ($ext) {
   'png' => 'image/png',
   'jpg', 'jpeg' => 'image/jpeg',
   'gif' => 'image/gif',
   default => 'application/octet-stream',
};
?>
```

 match is exhaustive and returns a value (no fall-through, safer than switch).

## Loops — while, for, foreach, break/continue

```
<?php declare(strict_types=1);</pre>
$i = 0:
while ($i < 3) { $i++; }
for (\$j = 0; \$j < 3; \$j++) \{ /* * */ \}
nums = [10, 20, 30];
foreach ($nums as $idx => $n) {
  if ($n === 20) continue;
  if ($idx === 2) break;
```

## Functions — Signatures & Returns

 PHP function gets arguments, processes the arguments, and returns.

```
<?php declare(strict_types=1);
function add(int $a, int $b): int {
  return $a + $b;
}</pre>
```

# Functions — By-Reference, Variadics, Arrow & Closures

- The argument \$a is not changed.
- We call this "pass by value".

```
<?php declare(strict_types=1);

// --- Pass by value (default)
function incVal(int $x): void {
   $x++;
}
$a = 1;
incVal($a);
echo $a; // 1 (unchanged)</pre>
```

- When we need to change the argument, we prepend &.
- We call this "pass by reference".

```
// --- Pass by reference
function incRef(int &$x): void {
   $x++;
}
$b = 1;
incRef($b);
echo $b; // 2 (changed)
```

- Use ... when the number of arguments is unknown (variadic arguments).
- Inside the function, they are collected into an array.
- You can iterate, map, or reduce as needed.

```
// --- Variadic arguments
function sumAll(int ...$nums): int {
  return array_sum($nums);
}
echo sumAll(1, 2, 3, 4); // 10
?>
```

- We can define functions using closure and arrow.
- We make a function using function keyword and body (closure functions).
- Closure functions are multi-line, explicit return.

```
<?php>
$triple = function(int $n): int {
   return $n * 3;
};
echo $triple(5); // 15
?>
```

- When we need simple one-line function, we use fn and
  => (arrow functions).
- Arrow functions are one-line, implicit return

```
<?php declare(strict_types=1);

// Arrow fn (short syntax, implicit return)
$double = fn(int $n): int => $n * 2;
echo $double(5); // 10
?>
```